



16 TO 24 NOVEMBER
#GAMEMIXER

MEET 25 INTERNATIONAL GAME CREATORS

FROM SOUTH AFRICA / INDONESIA / BRAZIL / GERMANY / ANGOLA
CAMEROON / DRC / ETHIOPIA / KENYA / LA REUNION / UGANDA

GAME CAMP • GAME JAM • ROUNDTABLES
GAME SHOWCASE • STUDIO VISITS



GABRIEL LEITE

BRAZIL

ABOUT MY GAME: FADE

In Fade, you play several characters who are victims of a hopeless world. It is a melancholic and moody blend of shooter and walking simulator, with a strong focus on narrative. As the story unravels, you learn that sometimes there's no place for good actions, only less worse ones. Fade was initially developed by one person during a game jam in 48 hours, and is now under development in its initial stages.

Age restriction: 13+.

ABOUT MY GAME STUDIO

As a one-man studio, the company and the developer are one and the same. The studio was founded in January 2017 and has developed one physics game called Carefulzilla and is currently developing Fade. The studio is based on the Indie Warehouse, located in Brasília, Brazil.

ABOUT ME

Gabriel Leite is a game programmer, retired web designer and wannabe artist. With four years of experience, Gabriel has worked on games for iOS, Android, PC, Mac, Playstation 4 and Xbox One titles. Currently working both at Behold Studios and at his own game studio. He is also one of the cofounders of Indie Warehouse, a huge coworking space located in Brasília, Brazil, focused on the Game Development community.

glimaleite.itch.io/fade



GARIBALDY WIBOWO MUKTI INDONESIA

ABOUT MY GAME: JERMANIA

JERMANIA is an Educational Game for young Indonesians who are interested in German language and culture. The players can interactively explore five German cities, exploring sights such as the Cologne Cathedral or the Semperoper of Dresden. Mini games provide a lot of fun and variety, while at the same time enabling a playful introduction into learning the German language.

ABOUT MY GAME STUDIO

Nightspade is a Game Development Studio located in Bandung, Indonesia. We provide game development services to our clients, whether it is partial development or full development, targeting various kinds of platforms. We aspire to deliver happiness through games and will continue to do so for the centuries to come.

ABOUT ME

Garibaldy Mukti, or Gerry, was an avid gamer in his youth. Because of his hobby back then, after graduating from Bandung Institute of Technology in Information Technology major, he founded a game development company with his friends. His company, Nightspade Studio, was founded in 2011. Ever since then, with his friends, Gerry has been involved in many game development projects. He also established partnerships with many game publishers and brands all over the world.

www.nightspade.com

GEORGE ODONGO AHERE

KENYA

ABOUT MY GAME: MZITO

The Lions are asleep. They have been asleep for too long. The Spirits of Africa sought an end to this darkness, thus, they sacrificed a piece of themselves and created the first two Mzito. Mzito is a 2D faller platformer adventure game for mobile platforms. You play as one of the first two Mzito and go on an epic journey to save Africa across 15 majestic locations. It is your duty to purge the ancient corruption and begin the new awakening.

ABOUT MY GAME STUDIO

Weza I.E is a Technology Art and Culture company with a mission of empowering Africa using interactive media. We create interactive experiences for Africa that inspire, empower, educate and entertain. Weza I.E was founded in 2016 and aims to create a culture that

empowers and shares the African narrative through interactive experiences. Weza.I.E is a team of five currently working from Nairobi, Kenya, and Lille, France.

ABOUT ME

I am C.E.O, Co - Founder and Lead Developer at Weza I.E, a start-up gaming company in Kenya. I hold a Bachelor Degree in Software Engineering from Nanjing University of Aeronautics and Astronautics, China. I am a French Tech Ticket winner currently based at Plane Images, Lille, France. I have had a deep obsession with video games since childhood, which grew into a passion for game development. My goal is to grow the gaming industry in Kenya and Africa at large.

wezaie.itch.io

HANNES FLOR

GERMANY

ABOUT MY GAME: THE DAY THE LAUGHTER STOPPED

The Day the Laughter Stopped is a short work of interactive fiction dealing with choice, fault, and blame in cases of sexual assault. It is based on the real experience of one of the developer's friends in an attempt to help the ongoing conversation about violence against women and rape culture.

Languages: English, German, French, Spanish, and Portuguese
Age restriction: parental consent recommended

ABOUT MY GAME STUDIO

Hypnotic Owl was founded in 2013 by Jan Lachnit and Hannes Flor. Having met in college, they both quickly realized that they not only enjoyed each other's company, but

working together creatively as well. It was only a question of time then until they had grown increasingly frustrated with corporate culture and finally decided to team up to develop games independently. Today their projects have a strong focus on narrative design and unusual game mechanics.

ABOUT ME

Hannes Flor was born and raised in Leipzig, Germany. After developing numerous creative and technical skills, he began his professional career as Lead Composer and Animator for Daedalic Entertainment, where he most notably worked on the award-winning point-and-click adventure A New Beginning. He then went on to co-found Hypnotic Owl, where he is now chiefly responsible for programming, narrative design, and composing the games' music.

hypnoticowl.com

JAN VON MEPPEN

GERMANY

ABOUT MY GAME: PROFESSOR S

"Professor S." is the first of a new generation of learning games focused on storytelling. Primary school kids explore school work through an interactive time travel web series. Professor S. delivers the entire elementary school curriculum packaged inside this entertaining comedy show: Kids interact with, and experience the story in the real world, turning class into one big exciting time travel adventure.

ABOUT MY GAME STUDIO

LudInc is a multi-award winning game development company based in Berlin. We specialise in innovative learning games and children's media. We produce cutting edge entertainment embedded in state of the art learning technology. LudInc games received numerous awards and nominations, among them the German Computer Game Award and the European Innovative Games Award.

ABOUT ME

I've always disliked school. I quickly became a master at avoiding classes with the exception of those attended by girls I liked and subjects I enjoyed. In any case, I received spectacularly bad grades and in the end I admitted defeat, dropped out and became a musician. Ironically, I now run a company called LudInc which specialises in learning games and is now recognised as one of the most innovative education projects worldwide.

vonmeppen.net



JEFF RUSCH

SOUTH AFRICA

ABOUT MY GAME STUDIO

For more than 10 years RenderHeads has specialised in developing beautiful, bespoke interactive software. Our work can be seen in permanent museum installations as well as trade shows, storefronts and product launches all over the world. Recently, we have grown to have offices both in the United Kingdom and South Africa. Besides software made to order, we also make and sell our own software – developer tools and video playback plugins for Unity.

ABOUT MY GAME: VUKUZENZELE

Vukuzenzele introduced players in informal settlements to the concept of reblocking, and help them to understand the benefits through play. It is designed as a puzzle game with levels that scale in complexity as we introduce new rules to the player. The goal for each level is to ensure that all people in a given area have their needs satisfied. Each house has its own set of needs (for example, some people would like to be a daycare).

Languages: English, isiXhosa

ABOUT ME

Digital Media is my passion, I enjoy it in all forms from videos and advertisements to interactive media and video games. I am a quick learning individual who gets along well with people as well as I do computers. I have a knack for developing content and paying attention to details in the design.

www.renderheads.com



JENS ISENSEE

GERMANY

ABOUT MY GAME: IMAGINE EARTH

Imagine Earth is a real-time planet simulation and a build up strategy game. Your job as a space colony manager is to explore and populate distant planets. Build up thriving and profitable colonies and preserve living conditions for your people. Exhaust emissions and ground pollution impact the global climate as your colony is growing. Increasing temperatures will melt down polar caps and your colonies are threatened by rising sea levels and climate collapse. Achieving a balance between growth and sustainability is the final challenge.

ABOUT MY GAME STUDIO

Serious Brothers is a small indie studio founded by two guys for the development of this project. Jens Isensee is modeling 3D

objects, creating the interface graphics and any other artwork but he is also writing the story and producing videos and trailers. Martin is in charge of project structure, management and organization, beyond his programming activities.

ABOUT ME

Jens Isensee is a game designer and multimedia artist with a focus on unique indie games, participative art and interactive video installations. Besides the world simulation game project Imagine Earth, his interactive art is also build with video game software such as unity3d and other technical elements like motors, loudspeakers and cameras to computer hardware, sensors and screens. He also creates digital prints and experimental short films.

imagineearth.info



KEVEN CHANTRE

ANGOLA

ABOUT MY GAME: VIEWS OF ANGOLA

Views of Angola is a puzzle game where the players have to move small pieces to complete pictures showing Angolan landscapes. Languages: Portuguese, English

ABOUT MY GAME STUDIO

Interactive Load is a small independent game development studio based in Angola.

ABOUT ME

My name is Keven Chantre and I'm the founder of Interactive Load.

www.facebook.com/InteractiveLoad

LINDA KRUSE

GERMANY

ABOUT MY GAME: SERENA SUPERGREEN AND THE BROKEN BLADE

Serena Supergreen and the broken blade is a point & click adventure game for teenagers stuffed with tricky riddles and a monkey. Just before the summer holidays, Serena is dreaming of a vacation on an island. Sipping cocktails in a hammock! But her purse is super empty. She needs money before she can join her two friends - Mary and Kiki. Serena has to repair both technical equipment and her friendship. Meet a strange guy with a monkey, a squeaky parrot and hands on tech from the vocational curricula in the field of renewable energies.

Languages: German, English

ABOUT MY GAME STUDIO

The Good Evil GmbH is an award-winning indie game studio based in Cologne, Germany. Founded in 2013, the studio develops Games

with Purpose, such as educational, science and museum games. Our games enable kids, teens and adults to gain knowledge through interactive experiences. Similar to jumping across a stream or igniting your first fire. With our games, you can learn English and German, you can feel how it is to be different and learn how to repair a wind turbine.

ABOUT ME

Linda Kruse is game designer and founder of the Good Evil GmbH. Before her M.A. in Game Development and Research, she graduated with a B.A. in Creative Producing in Cologne. Linda has been working as producer, web designer and in film distribution. She is board member of the German Games Industry Association GAME and one of 25 women, whose „inventions change our life“. Linda's aim is to secure the upbringing of a better planet through games & play.

thegoodevil.com



LUIGI REFFATTI

BRAZIL

ABOUT MY GAME: KRIOPHOBIA

Kriophobia is a third person survival horror game. The game tells the story of Anna, an Ukrainian geologist stuck in the mysterious and deadly Zhokhov Island. Struggling to survive, fighting dangers beyond her understanding, she uncovers secrets of her own past. The game marks a return to form for the survival horror genre. By using static cameras and a new technique that combines 3D models and lightning with 2D painted scenarios, Kriophobia approaches the genre with respect and innovation.

Languages: English and Portuguese

Age restriction: 14 to 16 recommended

ABOUT MY GAME STUDIO

Fira Soft was founded in 2010 to deliver innovative, fun and memorable products for

its clients and players. From the beginning, the company's business model has been: developing contract games and applications to raise funds and develop its own games. Recognized as one of the biggest contract game development companies in Brazil, Fira Soft aims to become a reference as a Brazilian developer of indie games as well.

ABOUT ME

I'm a creative and enthusiastic game developer at Fira soft, and I love programming and game design. I usually work closely with designers, programmers and artists, where game design numbers meet code and art, contributing to create fun and immersive games. Currently I'm working very hard to bring our biggest project, Kriophobia, to life.

firasoft.com

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WELCOME TO GAME MIXER SOUTH AFRICA!

The idea: game developers from all over the African continent, plus Germany, Brazil and Indonesia come together in Johannesburg for a whole week. They exchange experiences and knowledge, share ideas, connect with Joburg's gaming scene, visit game studios – and play each other's games, of course!

Game Mixer had its first edition in 2015 in Indonesia and its second iteration in Brazil in 2016. Now it's South Africa's turn: the country is an emerging market for the gaming industry and home to numerous internationally recognized gaming events. Of course there's many exciting video game creatives working all over the continent, so we've invited some of them to join us as well.

In Germany's creative industry, software and games account for the most dynamic market and leading exports. Games of cultural and pedagogical value, technical or gameplay-related innovations or games of high entertainment value are awarded annually with the German computer games award. You can check out some of the recent winners at the Game Mixer South Africa.

We wish you all happy gaming!

Partners of the Goethe-Institut in this project are Digital Gaming Culture Foundation, BIU – Bundesverband Interaktive Unterhaltungssoftware, GAME – Bundesverband der deutschen Games-Branche, A.MAZE Festival Johannesburg, Interactive Entertainment South Africa (IESA), Fak'ugesi African Digital Innovation Festival and Wits Digital Arts Department. The project is funded by the Foreign Office of the Federal Republic of Germany.



MARK LUCK

SOUTH AFRICA

ABOUT MY GAME: VOLANTIA

Volantia is a kingdom management game about piecing together the scattered fragments of a continent in order to forge a prosperous new society amongst the clouds. It is a game about building, optimizing and exploring. As leader of a green-punk society on a tiny piece of floating earth, you must expand to save your people. Scout for new land and graft it onto your existing landmass. Design your island as you build the kingdom that resides upon it.

ABOUT MY GAME STUDIO

Tangled Mess Games was founded in February 2017 in Cape Town. It was created to get the game Volantia from 'good prototype' to 'releasable game'. The company was founded by Marc Luck, and its mission now stems from the reason for its creation: To collaborate with outstanding humans, and make special video games.

ABOUT ME

Marc Luck has been making games professionally for well over 10 years. Most well-known for Desktop Dungeons, which won Excellence in Design at the IGF, he's recently started a new Studio called Tangled Mess Games, based in Cape Town.

www.volantia-game.com

A stylized illustration of a woman with dark skin and long black hair, wearing a green dress with a patterned bodice and skirt. She is standing in front of a wall covered in green graffiti. The background includes words like 'Street', 'Pharmacy', 'Station', 'Quart', 'Halle', 'Kebena', 'Addis Ababa', 'Urban Ethiop', and 'C-2'.

NAHOM TEKLU

ETHIOPIA

ABOUT MY GAME: BATTLE OF THE TIMES

Battle of the times is the first location based game in Ethiopia. The game provides an alternative approach of seeing Addis Ababa in terms of the ultimate parameter, Emperor, Time and the battle between Mighty Past, Lady Present and Great Future for succession. The player, given a human form, will choose a lord to change the course of the battle and go to the Final Frontier.

ABOUT MY GAME STUDIO

Chewata Awaqi - is an international team of Architects, Software Engineers, Graphic Artists and gamification experts who got together for one purpose... to bring back the fun in the Learning, Loving and Living experience. Our aim is to gamify human systems (Education, Relationships and Work). We make playful experiences for the betterment of humanity.

ABOUT ME

My name is Nahom Teklu. I live in Addis Ababa, Ethiopia. I am an Architect and Co-founding member of Chewata Awaqi. Aspired by the true power of games, I strive for making significant changes in our society and global community. I believe that games can enrich the mindset of human beings, and that developing a game culture as a social platform is the best way to achieve a productive mentality.

chewata-awaqi.com

PATRICK RAU

GERMANY

ABOUT MY GAME: HITCHHIKER

Hitchhiker, a mystery set in the subconscious mind, takes you to a new destination in narrative-driven gameplay.

You're a hitchhiker with a strange problem: you can't remember your own name, or where you're headed. Something tragic has happened in your recent past to rob you of your memory—but what? As you travel the highway, clues come from strange places: a matchbook hidden in your armrest, a photo placed in the glovebox, crows flying alongside the car. And—most of all— from the drivers, whose memories provide a roadmap to your own past.

But when a chance slip-up reveals a web of deceit, the ride takes a turn for the darker.

You'll face dangers and make choices of trust, never knowing whether your subconscious mind is your own worst enemy. Hitchhiker explores questions of memory, deception and existential awareness, all along a highway where nothing is quite what it seems.

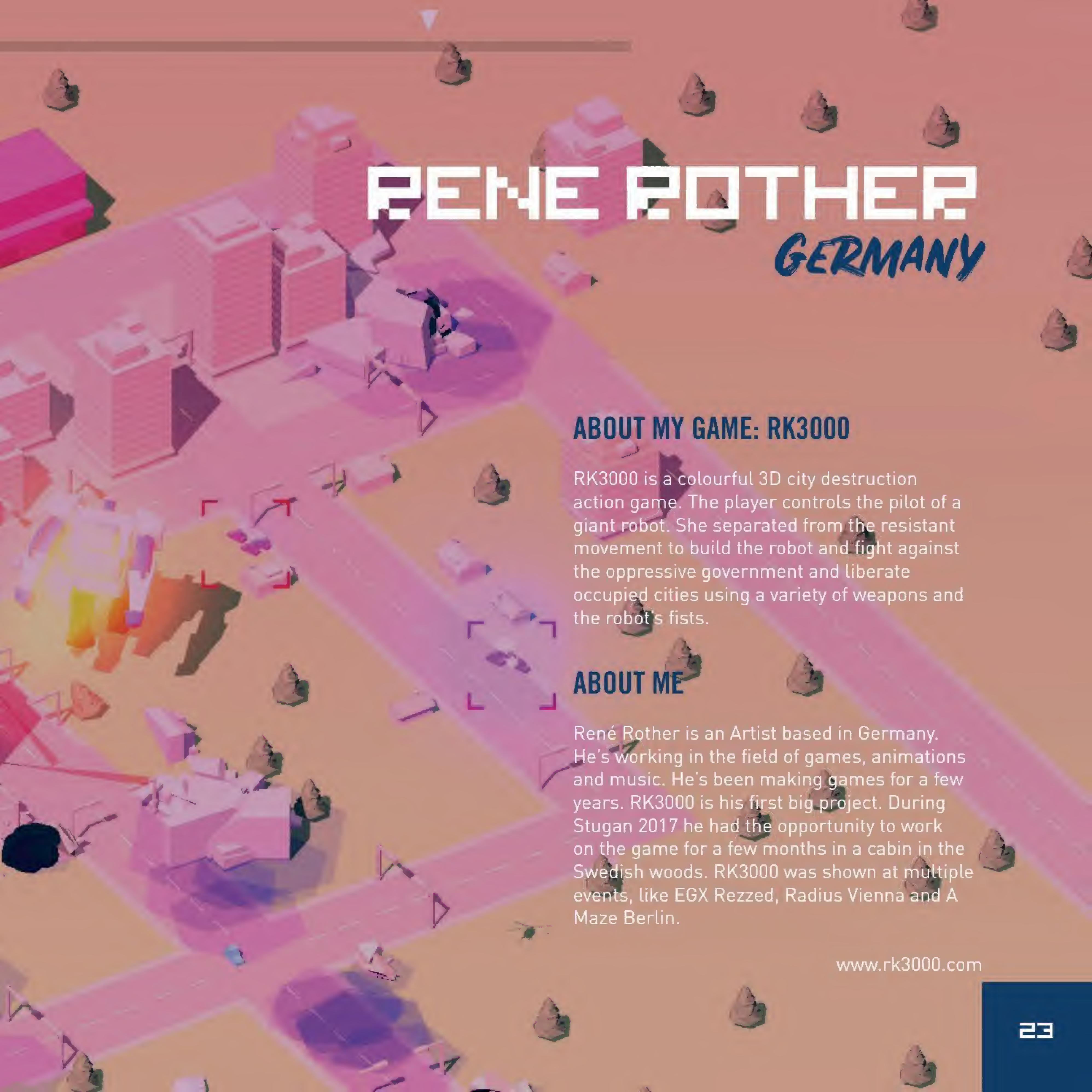
ABOUT MY GAME STUDIO

Mad About Pandas is a game development studio founded by Patrick Rau, who is also the founder of the kunst-stoff GmbH, an award-winning game development studio based in Berlin. Our mission is to produce interactive games and applications for all kind of audiences and markets with a unique gameplay and a high conceptual and artistic value.

ABOUT ME

Patrick is active in a broad range of areas, creating projects for commercial, cultural, social and artistic contexts; he is also interested in the educational capacity of research projects and has held extensive talks and workshops as a guest lecturer. Patrick's work is characterized by visionary thinking, accuracy, high aesthetic demand and social entrepreneurial values.

www.madaboutpandas.com



RENE ROTHER

GERMANY

ABOUT MY GAME: RK3000

RK3000 is a colourful 3D city destruction action game. The player controls the pilot of a giant robot. She separated from the resistant movement to build the robot and fight against the oppressive government and liberate occupied cities using a variety of weapons and the robot's fists.

ABOUT ME

René Rother is an Artist based in Germany. He's working in the field of games, animations and music. He's been making games for a few years. RK3000 is his first big project. During Stugan 2017 he had the opportunity to work on the game for a few months in a cabin in the Swedish woods. RK3000 was shown at multiple events, like EGX Rezzed, Radius Vienna and A Maze Berlin.

www.rk3000.com

STEVEN AANG

INDONESIA

STATUS

ABOUT MY GAME: ZOMBO BUSTER RISING

Zombo Buster Rising is a fusion of classic 2D side shooter and tower defense. Fight against various zombies, protect your base together with two AI-assisted heroes and get stronger with tons of upgrades. Survive!

ABOUT MY GAME STUDIO

FIREBEAST is a team of happy dudes making games together in a secret chamber. In 2012, four of us teamed up and decided to go indie with only little cash in our pocket. Luckily and surprisingly, we survived and somehow still can't believe that we make a living from making games.

ABOUT ME

My name is Steven Ng aka "Aang". I've been making games for 5 years at FIREBEAST. My childhood is all about video games and I believe that has turned myself into a Pokemon Trainer... I mean a good game developer.

Blastercraft

An art of gun crafting which increases base damage.

THIERRY BROCHAT

LA REUNION

ABOUT MY GAME: JACK BARAU

Jack Barau is a game that won the 2016 Volcano GameJam. It is a game with a purpose to try to prevent the extinction of a bird specie in our island, "Petrel de Barau". The french government asked us to develop it into a full game for android and iOS (free with no ads) aimed for children 12+. Language is French and English. The goal is to play an old pirate to help baby petrels reach the ocean where they'll be safe. But the road is full of (real) dangers: Lights, rats and cats...

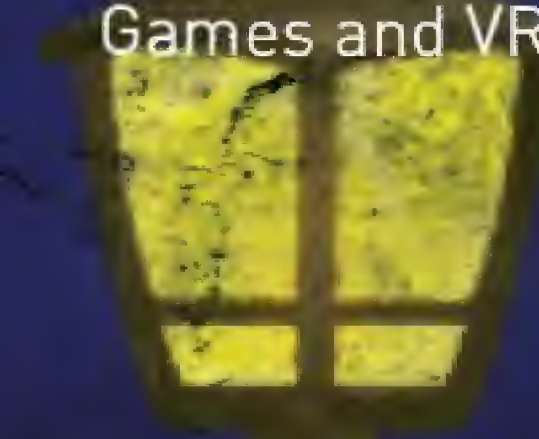
ABOUT MY GAME STUDIO

BubbleFish is a French start-up that develops innovative solutions and content in virtual reality and serious game. To meet the specific constraints of museums, airports and public spaces, BubbleFish has developed its own VR System solution.



ABOUT ME

I am a Game designer and Game programmer since many years now, with a Master degree in IT. I worked for Infogrames (Mystical) and Adeline Software (Time Commando) and as an indie game developer since. I'm also a teacher at ILOI Institut de l'Image de l'Océan Indien in Game programming. Since april 2016 I'm a co-Founder at BubbleFish Entertainment, a game studio dedicated to Video games, Serious Games and VR for museums.





TRESOR DIEUDONNE

DRC

ABOUT MY GAME: AFROPOL

Afropol (African Police Force) is an adventure game. The player explores the world, using general knowledge and clues left by thieves of art items and artefacts to arrest them. Deduction, reasoning, questions and logic are keys to succeed and get stolen artefacts back.

Language: French

Age restriction: 7 years +

ABOUT MY GAME STUDIO

DIGITS (Digital Technology Solution) is a game company created in 2005 by students. The first game was released in 2007 and featured national forces in peacekeeping cooperation. Created in Congolese national language Lingala, it was awarded a prize by the Congolese society of sciences. Afropol is

the second game of the studio and was tested during Kinshasa Fair week (2014). DIGITS creates serious games to promote education and support capacity building.

ABOUT ME

Trésor Kalonji is a researcher, author & digital actor. He published several books in computer security and entrepreneurship. His game creation skills led him to be selected and trained in business and entrepreneurship at YALI Regional leadership center of Kenya. Since that, he has initiated a syndicate made up of game developers, artists and other stakeholders. The goal is to create the basis for the emergence of a Congolese gaming industry within 5 years.

ABOUT MY GAME: COMPLEMENTO

Complemento is a deceptively simple puzzle board game that lures the casual player into deep strategy. “Complemento,” of Latin origin, meaning “That which completes”, is based on this concept at various levels, with complementing pieces and player actions requiring cooperation for progress. While some have described it along the lines of Sudoku and Chess, the various game modes of Complemento, namely “Mastery”, “How low can you go”, “Multi-Versus”, and “Co-op”, allow players to discover challenges of several modes of interdependence.

ABOUT MY GAME STUDIO

Maple Seed is a small team of creative big-thinkers who bunked the class where they teach you that some things are impossible. We’re also not sure when we were supposed to learn that fun and games are only for children. The team only comes together for work if

the project requires it, with only the founder working full-time. To fund our moonshot projects and making games, we do client-work in VR, AR, Unity Development, Web, and Game Development Education.

ABOUT ME

I’m Walter Ellis. I like coming up with exciting ideas. I’m the founder of Maple Seed, a company started to bring ideas to life. I like learning, and I’m addicted to change. I live an international adventure with my wife. I’m privileged to be experienced in enough fields to be considered a media generalist. I have a background in Theology. Beginning to discover the importance of fun changed me. I’m passionate about the game industry and community. I love people.

MapleSeed.co

WALTER ELLIS
SOUTH AFRICA





COME TO OUR SHOWCASE.

Try out all video games and meet their makers!

Wednesday 22 November 11am – 7pm

Goethe-Institut Johannesburg, 119 Jan Smuts Ave, Parkwood

Free entry!



Goethe-Institut Johannesburg



@goethejoburg



goethejoburg

#gamemixer



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20-26 Nov 2017

GAME
Bundesverband

iesd
INTERACTIVE ENTERTAINMENT SOUTH AFRICA

STIFTUNG
DIGITALE
SPIELE
KULTUR

ADEDEJI OGUNDIPE

NIGERIA

ABOUT MY GAME: ABOKI RUN

A long time ago, the African story was all about magic, supernatural beliefs and its powers. Three young friends decided to rewrite the story by taking a trip down the creepy forests, forbidden places and habitats of spirits! Midway into their adventure, they got trapped by the gods of the forest and they need you to set them free and bring them back to the city! Gather as much cowries as you can! Pick up several coins! Go through the dark caves and forests! Crash into street “owambe” parties and escape the danger that is lurking behind!

ABOUT MY GAME STUDIO

Maliyo Games is a subsidiary of Games Labs. Games Lab is a licensed Value-Added Services company which creates, distributes and monetises mobile games via a digital content platform to consumers in Nigeria. Key games owned and distributed by Games Lab include Aboki Run and Okada vs Danfo. Games Lab is using Monapay – an own payment gateway which enables in-app purchases in games and other content using mobile airtime.

ABOUT ME

I am a highly motivated and creative professional with a BSc. in Computer Games Development and MSc. in Game Design with a Production Focus. I have been credited in a development or support role on 11 titles,

have over 5 years experience with Unity and self published a number of titles.

I hosted the Global Game Jam 2015 and 2017 in Abuja, Nigeria, facilitated the Microsoft Game Jam 2015 at the University of Port Harcourt, Nigeria and also acted as a Judge for the Abuja regional segment of the Imagine Cup 2016. I am currently the Chief Technical Officer at Maliyo Games where I work closely with the creative team to ensure a smooth development pipeline. I also provide support to external content creators who utilize our platform.

www.maliyo.com



A 3D rendered scene of a room. On the left, a red wall features a white-framed picture of a solid blue square. Below it, a wooden bench is partially visible. To the right, a blue metal bookshelf holds various items: books, a small wooden box, and a record player with a glowing orange light. A person with short brown hair, wearing a grey tank top and dark jeans, stands in the foreground, looking towards the right. The floor is dark grey with some circular light patterns.

ADELINE TUSHABE

UGANDA

ABOUT MY GAME: A THOUSAND ROOMS

A Thousand Rooms is a point and click Adventure Puzzle Virtual Reality game for Gear VR. It is a game about teleporting from one world to another in search of the answer to the mystery of the rooms. It takes the player through multiple worlds solving puzzles, discovering new secrets and unravelling mysteries.

ABOUT MY GAME STUDIO

It is an independent game studio looking to make enjoyable, fun and interactive experiences for players across the medium with VR, 2D

and 3D games for the local and international context. The goal of the studio is to push the boundaries of what is possible on these platforms delivering rich content to a growing audience of gamers.

ABOUT ME

I am a Software Developer currently specializing in Game Development. I develop games independently and on project based collaborations. I also work as a Video Game Design Instructor. I am driven by the desire to thrive, grow, succeed and build this industry, making substantial contributions to the gaming community.

adelinetush.me

ANDRÉ ALVES DE OLIVEIRA

BRAZIL

ABOUT MY GAME: EKOLOIDZ

Ekoloidz is a funny detective gang who fights for nature. To enter the gang, the user must search around the house looking for water wasting clues. The kids will have fun and learn while playing and collecting tips about our most precious natural resource. The game is inspired by Wario Ware, where the player must beat tons of microgames. It was developed for the Intel Developers Program using Unity and it will be published in Android, iOS and Windows 10.

ABOUT MY GAME STUDIO

Little Leds believes in pure electronic nostalgia, molded in a period in which games were simple and had the mission of making the player have fun. Its team has five people, who make independent games and outsource assets to

other local and international companies.

The famously innovative startup was among the finalists in the Sinapse da Inovação in 2013, in third place of The Joinville Innovation Award and among the selected companies for the Inovapps in 2015.

ABOUT ME

Graduated in Graphic Design, I worked in advertising agencies until 2012, when I migrated to the games field, working on outsourcing concepts and interfaces. In 2013, I founded Little Leds and developed my first game entirely on my own: A Vítima de Ouro (The Victim of Gold). In addition to being a skilled designer, my focus is on project management and creative direction. I have done several courses in personal management, entrepreneurship and startups management, strengthening this skill.



ABOUT MY GAME: ISOMETRIC EPILEPSY

Isometric Epilepsy is a rhythm based puzzle game with a strong atmosphere and intense eye catching gameplay. The game world's connection with the rhythm lets players experience music in a new way. Unlike in other rhythm matching games in IE players don't have to follow prompts. Players can react in different ways to the same situation. To succeed within the game, one has to translate musical patterns into 3D space, which provides a unique audiovisual experience to players.

ABOUT MY GAME STUDIO

Ludopium is a Cologne based international team of game developers with a passion for crazy ideas. All our projects are rooted in music and playful concepts. Our game Isometric Epilepsy was nominated for the German Game Development Prize and was awarded second prize at the German Computer Game Prize. We hope to develop a diverse range of games with Ludopium where we get a chance to push the boundaries of the medium.

ABOUT ME

I was born in Budapest, Hungary. I have been fascinated by films, animation and interactive media my whole life. In my youth I was creating countless half-finished short novels, stop motion animations, board and video game concepts. After being accepted to the Cologne Game Lab, I could finally realise my ideas working together with other people. In 2016 I created Ludopium with my friends and colleagues. Since then my primary project is Isometric Epilepsy.

ludopium.com

BALIN + MARK
GERMANY

DAVID KAMUNYU

KENYA

ABOUT MY GAME: THE ORCHARD

The Orchard is a first person view, role playing, story driven, adventure game, set in an open world, sand box environment with survival mechanics. The player assumes the role of a recipient of a farm, willed to them by a late uncle and aunt who died under mysterious circumstances. They need to make the property once again productive while taking care of their general well being and figuring out the strange happenings in the district.

ABOUT MY GAME STUDIO

Broken Helmet Entertainment (or just Broken Helmet) was established back in 2012 and is a solo effort. There is currently one project in development, the company's first title, The Orchard which is still in the closed alpha stages,

but is slated to go into open alpha by late December 2017 or early January 2018.

Broken Helmet is dedicated to releasing high quality, polished titles no matter the scope of the project. Attention to detail the by-word.

ABOUT ME

My name is David Kamunyu, an independent video game developer and owner of Broken Helmet Entertainment, my studio. I have been an indie for 6 years now. Though I am still working on my first title, I hope to make games that will take the players on an adventure, giving them a story they can participate in and enjoy themselves. I also hope that my work will motivate others to make their own games and tell their stories.

blog.brokenhelmet.co.ke

ELENA REINER +3

GERMANY

ABOUT MY GAME: SHIFT HAPPENS

Shift Happens is a co-op puzzle platformer for two players. It brings back couch game sessions for two people, unarguably the best way to enjoy games. You control Bismo and Plom, who are connected by accident. They share a common mass and can shift it at any time. At the push of a button you change size and strength, affecting yourself and your partner. The mechanic links you and forces you to cooperate, communicate and sometimes stab your partner in the back!

ABOUT MY GAME STUDIO

Klonk Games is a game development studio from Munich, Bavaria. With its award-winning debut title Shift Happens, it has grown from a small student team to a mid-sized developer. Klonk delivered Shift Happens on Playstation 4, Xbox One and PC in Early 2017 and is now working as a contractor in various

constellations. The team focuses on rewarding and wholesome player experiences of all kind.

ABOUT ME

Elena is our fearless Pixel Enchantress here at Klonk Games. She does the art direction for most of our games as well as 2D and 3D art, including hand-painted textures. She loves creating unique player experiences and dreamy color concepts.

www.klonk-games.com



MICHAEL ELWIN SETIADI INDONESIA

ABOUT MY GAM: PEMBURU HANTU

Tales of ghosts and goblins live among us, exist throughout the world. What if you could find and tame them, even fight with them?

Enter "Pemburu Hantu", a fun mobile turn-based RPG that lets you fight and capture these ghosts using a well-known rock-paper-scissor battle system. Challenge your friends into battle with your own custom ghost team in an AR experience battle arena. There will be plenty of ethnics-based ghosts to capture using the location based scan system and trying to be the best 'Dukun' in the world!

ABOUT MY GAME STUDIO

GameLevelOne (GL1) is a Mobile Game Developer from Indonesia that focuses on branding, promoting and advertising through the use of game products. We develop games on multiple platforms and have publishing

partners in Southeast Asia and globally. Our Game Studio welcomes anyone who wants to consult and learn more about advertising via games to grow your business!

ABOUT ME

Michael Elwin is a Nintendo fanboy and a total toy geek. He is currently a producer at GameLevelOne. He has been involved in the Indonesian game industry since the very first game development studio was built in Indonesia - Matahari Studio. In addition, he has been involved in a wide variety of games and platforms, such as arcade, handheld console, consoles, web, and mobile.

www.gamelevelone.com